LOADSTAR LETTER #69

CMD CLINKS

CMD Takes over the CaBooM Business.

By Jeff Jones. Couldn't fit this in last month. CMD has a new free service called Clinks that will help you find Commodore pages and files on the web. You can get there by entering the following URL: http://www.cmdweb.com/clinks/

CMD 64/128 Power Supplies Due Soon

From CMD's web page. CMD is currently preparing production of new power supplies for the Commodore 64 and 128. The same supply will be used for both models, with the main difference being the power connector. The new supply is equivalent to the supply used in the (metal) Commodore 128D computer, which means it will serve as a 'heavy duty' supply when used on Commodore 64 computers. The new design, one of two Commodore projects currently underway at CMD, was undertaken due to a shortage of new 128 and heavy-duty 64 power supplies. Further details will be published when the new supplies are ready for shipment.

SID Symphony Discontinued

From CMD web page. CMD has sold out of SID Symphony Stereo cartridges. After considering the costs involved in producing another run, increasing prices for new SID chips, and the very low sales volume associated with this product, we have decided not to pursue further production at this time.

Long Distance Charges For Email A Hoax?

By Jeff Jones. Recently thousands, perhaps millions of people in cyberspace were outraged because of an upcoming congressional vote. Even my own supervisor at the school where I teach, urged me to Email my congressman. The supposed bill would allow telephone companies to bill us long distance charges by the minute for Internet and Email usage. The following letter was supposedly written to one of Eleanor Holmes Norton's constituents. It, too, could be a hoax. I received this forwarded Email from a "concerned citizen."

Dear Mr. Blackwell:

Thank you for contacting me regarding alleged proposals to impose per-minute or long-distance fees on Internet use. Your letter was among many letters that I received recently on this issue.

Let me reassure you that the Federal Communications Commission (FCC) has no plans to regulate the manner in which consumers like you pay for Internet access. Although such rumors have persisted over the last several years, they are erroneous and unfounded. In addition, after receiving a high volume of letters similar to yours, I asked my staff to discuss this matter thoroughly with the FCC and with the House Subcommittee on Telecommunications, Trade, and Consumer Protection. They have again reassured me that the rumors have no basis in fact.

Please do not hesitate to contact me if you have additional questions on this issue or if you require assistance or information on any other matter within my federal jurisdiction.

Sincerely,
Eleanor Holmes Norton

All I have to back up this supposed letter from Ms. Norton is the glaring fact that I've heard nothing about this supposed bill in the news, cable news or on any Internet news provider. The only people who seem to be propagating this frenzy are the spammers urging me to write my Congressman. I searched CNN's news database on this matter and found nothing.

I remember a time when I was quite the Internet tourist. Any highwayman could have easily taken me for a ride with a good line. I figured that if it were posted, it must have been posted with *some* authority. Now I know much better. The net is populated

almost 99% by normal Joes, 90% by one-handed typists, 80% by people who rarely bother to connect, 50% by people wandering aimlessly, 20% by people who have a clue, 10% by the adept, and 1% spammers, who generate most of the mail on the net.

It's my belief that this scare could have been started by that same mischievous spirit that starts chain letters. Here we have false news that urges anyone who receives it to email everyone they know and tell them to Email their Congressmen. Frankly I think that chain letters started as experiments in which the originator merely waits to see if their chain letter ever returns to them or, better yet, shows up in the news.

John Elliott Walks Through Wheels 128

By John Elliott. I have used three versions of GEOS: v 2.0, the CMD Gateway, and Topdesk. Maurice Randall's Wheels 128 differs most from these other systems in the ways it uses disk drives. These disk operating system innovations in many cases were developed to aid owners of CMD devices: the two high density floppy drives, the RAMLink, the hard drive, and the Super CPU with RAM added. I own none of these drives, but found my ability to use my drives in GEOS was expanded by Wheels.

Minimum Hardware: Wheels will work with a 128 with 16k of video RAM, a 1541 drive, and a 128k RAM expansion unit. While Wheels 128 will run in 40-column mode, GeoWrite 128 will only run in 80 columns. Unless there is RAM expansion of at least 128k, the program will not load. The RAMLink, RAMDrive or any size of REU can supply the expansion memory. Support is given to the non-volatile versions of the BBU-supported REUs and BBGs. In other words, Wheels permits use a few seconds after booting of the applications and data in my 2-Mb BBG unit, as it would if the partition were that large in a RAMLink.

The minimum hardware does not permit the creation of a RAM disk. All 128k are required for Wheels system use. If a 1764 is used, a RAM disk of 128 can be created. Larger amounts of RAM can be used for several RAM drives that emulate the 1541/71/81, or a single directory as large as 16 megabytes.

Driving Issues: The 1571 can be formatted as either a single or double-sided disk. The 1581 can be formatted in either 1581 mode, or the special CMD developed "native" mode, using a standard 1581 drive. I think this has not been done before for any Commodore program. Switching between native and 1581 modes is done within the Wheels Toolbox application.

Four drives can be simultaneously installed. For the first time in GEOS all four can be "real" drives. Topdesk uses four drives, but requires that at least one be a RAM drive. All four directories can be simultaneously open and viewed as windows on the desktop. Copying can take place among all drives, even if the destination drive window is closed. A move instead of a copy can be forced by the use of the Commodore key during a copy. The system tells in advance whether the destination drive has sufficient room for the file to be transferred. What is copied only becomes visible after the destination drive becomes the active window.

GEOS 2.0 requires that the drives used be in the first two drive positions. A "C" or with Topdesk "D" drive must be swapped with an A or B drive before applications can be run within it. Swapping is probably a good idea even with Wheels. Maurice says though that new applications can be developed that will run from C and D with Wheels.

However, I have been able to run both GeoWrite 128 and GeoPaint from both C and D drives. The data files are saved to the same drives. I cannot however click on a data file and have the appropriate application called unless I use an A or B position.

With Wheels, I can have more than four drives turned on simultaneously. I can then switch in with the Wheels Toolbox application, the drives that are above the D drive position so that they replace existing A to D drives. After Wheels is booted, I can turn on a drive that has the same drive number as a visible drive. The Toolbox can switch which drive with that number is installed.

The System Directory: GEOS 2.0 uses files that are on the Deskpad, and on the margin. Wheels places these margin files in a separate directory from the main one. The system directory shares the disk storage capacity with the main directory. Both main and sysdir windows can be simultaneously opened so that

copying and moving can take place between them. Since both directories follow the Commodore number-of-directory-entries rules, a disk can now hold far more files than before. The 1541 and 1571 therefore both have a kind of partitioning.

Two files with the same name can be stored on a disk. Different kinds of files can be stored in each directory. If applications are stored in the sysdir, the created data files will be saved to the main directory. New applications can be developed that will save within their own directories. For the moment, it makes sense to place GeoWrite 128 and GeoPaint in the sysdir, along with fonts and the writing aids. All data files can be stored in the main directory.

Native Mode: If the Wheels user has a RAM disk, a 1581, or any of the CMD drives, native mode can be used. The Toolbox can create a native drive from 64k to 16-Mb in size. The native drive is not an emulation of a Commodore "real" drive. Like the CMD Gateway, it is a variable sized RAM disk.

My 1750 REU and 1581 equipped system can use native mode both in the REU and with a double density 3 1/2-inch disk. What is special for me about native mode in Wheels is that I can create partitions.

In native mode, my REU or 1581 disk has one root directory. I can create a subdirectory for a special purpose. I also have the ability to create a system directory. I could then place in the root directory an icon for each of my GeoPaint and GeoWrite 128 data files. I could place the applications in the sysdir of my root directory. So long as I designated that each of my data subdirectories used the root sysdir as a "parent", I could write in my sysdir, and have the data files saved to the appropriate subdirectory. Clicking on the appropriate data file in a subdirectory would call the application in the sysdirectory. If a sysdir is shared among subdirectories, and the application is in that sysdir, then the different data files will be accessible to the application, although not to each other. All of a disk's directories-root, sysdir and subdirectories can be simultaneously viewed in windows.

A menu system allows copying and moving among all kinds of directories among all 4 drives, even if the destination drive window is closed. The exception is sysdir files, which require the sysdir window be open so that a drag and drop method can be used.

Native mode can be used in a more complex way. Every subdirectory can have its own sysdir, or share the one used by the root. Every subdirectory can create and be a "parent" to another subdirectory. One use of these abilities might be a newsletter in which each issue had its own subdirectory and each subsection of that newsletter had in turn its subdirectory.

Owners of CMD devices will appreciate the ability to use their drives in a GEOS graphical manner including the native and subdirectory facilities. While I can set up my 2-Mb BBG RAM as a pair of 1581 drives, (with the BBG software), or as one continuous drive with Gateway, Wheels allows me to subdivide the memory in very efficient ways. Some CMD users who have moved beyond the 2 meg limit will be even more appreciative of the ability to partition and see directory contents in separate windows.

RAM Drive Support: I chose with the Toolbox to set up my 1750 REU as two separate RAM drives. I installed one as a 1541 emulation. The other was a 256k native partition with full subdirectory capabilities. The Toolbox allowed me to switch between the two drives in the one REU. I can save both drives so that when the 1541 emulation or native drive is re-installed, the files previously placed in it are still there. A larger RAM device, such as my 2 Mb BBG, can store up to eight different RAM drives.

Input: Although the standard GEOS mouse drive is supported, Maurice has also improved on the original. His mouse driver uses the left button as a single click interface, and the right one as a double click signal. There is also a driver that reverses buttons for those of us who are left handed.

Variable speed of input has also been considered. Both keyboard and mouse cursor reaction can be speed adjusted. By speeding up the keyboard input, I can now type in GeoWrite 128 at the same speed I use in The Write Stuff, a non-GEOS program. Although 80 columns does speed up typing by avoiding the need to wait while the screen is horizontally scrolled, Wheels gives an even faster reaction to keyboard input. My cursor, after adjustments, moves very quickly around the screen, without

"jittering", something that was not true of my GEOS set up before.

Color: The compromise with the 128 80 column mode is that most programs have only two colors- a foreground and background. Applications that assume this limitation such as GeoWrite 128 and GeoPaint have the same restriction in Wheels. What can now be done though, is to select what the two colors will be.

Windows and Wheels applications such as the Toolbox, can use a multicolor mode, if a 64k VDC is present, as it is in the metal 128D that has a built in 1571. My "flat" plastic 128 has a 64k VDC installed after purchase. I can use a number of colors when looking at windows or using the Toolbox or Details Wheels applications. The owner of a 128 with a 16k VDC will be able to use the multicolor mode only when viewing the details application. Since color cues are used to indicate a sysdir, the 16k VDC user will note an extra line in the sysdir window title, instead of a different window color.

Screen Saver: The other Wheels innovation over which I have some control is the default screen saver. After a period selected by the user, the screen will go blank, until any key is pressed.

An Improvement: Maurice has not altered how GEOS runs existing applications. GeoPaint, for example, in 80 columns is still in monochrome. He has changed the ways in which we interact with our drives. He has also increased the number of colors we can use in 80-column mode.

I assume that most GEOS users own some kind of RAM expansion. They will be able to use Wheels. CMD device owners will be able to finally use all aspects of their drives in a GEOS manner.

Although not a CMD owner, I am pleased with the ways in which Maurice has expanded my GEOS capabilities.

My only disappointment is that GeoWizard is not supported. I cannot continue to have two applications simultaneously open and switch between them. Unless I find another third party software application, I will not be able to do screen dumps in color.

With this very specialized caveat, I am very impressed with Wheels 128. Maurice's Wheels system also allows future developers to create applications that will run in 80 columns in multicolor mode. I suspect that if others don't take this step, he will. I would nominate as a first project GeoFax 128.

Two reassurances: Except for 80 column mode specific comments, Wheels 128 will with a 40 column monitor perform all of the tasks in the same way it does in 80 columns- and in full color, no matter what the VDC size. There is an upgrade to Wheels 64 that gives it all the abilities of Wheels 128- except of course the 80-column mode.

Defending Yourself With Your C-64 In The Year 2000 Holocaust

By Jeff Jones. Your Commodore could save your life during the early months of 2000, especially if you have A CMD Hard drive, or better yet, an MSD Dual drive. When the food riots begin, you can use either of these as weapons. Your massive collections of 5.25-inch disks are the perfect weapons for ninja training. Blunt 3.5-inch disks can be tossed by a Ninja with enough force to stun an attacker, but properly thrown, a 5.25-inch disk can penetrate flesh and sever arteries. Beware! The PC user's CD-ROMs are more dangerous than 5.25-inch disks! You might want to keep your CD music collection near in order to keep things even.

CMD FD-2000s on the end of a long serial cable can be used to capture and hold ghosts, as they were used in the Ghostbuster movies. If there were ever a time for rampant ghosts, it's the first few months of the year 2000.

1541 drives are incredible killing machines. Just toss them. C-64 power supplies are also effective weapons. If you have electricity, plug them in and get them hot first, then whip them against your attackers. In a pinch, you can cook an egg on it, too. Since many of your friends' PCs will be inactive, you will have to guard your home against intruders. They will want to use your C-64 to design a new PC universe, but will require your Y2K compliant Commodore in order to access what's left of the Internet. The classic C-64 won't be of use here, but the C-128 and the C-64C make great door jams.

Set mines! Place MSD Dual drives and FD-2000's on the floor and blow out all candles. The intruders will stub their toes on the sharp edges of the metal cases, and die of lockjaw before your eyes.

If all else fails, you can flick off your JiffyDOS and escape into

time. Just boot Loadstar without JiffyDOS. Your attackers will wilt before your eyes in the time vortex.

The Commodore for Bibliophiles

By John Elliott. There are advantages to reading a document on your computer screen over using a hard copy.

Adjusting font size can change the number of words you are simultaneously looking at. Letter size is also important if standard print is too small for you. Most Commodore word processors come in a c64 40 column and a 128 80-column mode. As our eyes age, even those of us who own 128s may prefer at times the 40-column mode. If we are close to visually impaired, we may have access to SpeedScript on a 22-column VIC 20. geoWrite in both the c64 and 128 can give us a range of font sizes. I think though that if the text is imported, I can only adjust fonts one page at a time. Craig Bruce's Zed 128 can adjust visible line numbers over a continuum from 27 to 51 lines, with appropriate changes in letter size. For those of us who are profoundly visually impaired, The Write Stuff can read the text on the screen in customizable voices.

Foreground and background color can be altered with most word processors. When I was a child, someone decided blue chalkboards would be easier on the eye than black boards when white chalk was used. Green later became more fashionable. For a while Children's Digest was printed on green paper to ease eyestrain. Most books continue to use black print on white paper. Word processors give us the option of coloring our own literary environment.

Reading documents on the Internet has spoiled some of us. Computer screen reading with word processors gives similar capabilities. Using the "hunt" function, a key word can be traced throughout the document. Words and sections can be bookmarked with special symbols so that they can be reread. Important sections can be printed to paper. Many word processors have a note-making function that is invisible to the printer but readable on screen. This allows the reader to "mark up" a document without defacing it.

My barber is extremely environmentally sensitive. He took as evidence that he is getting better that he was recently able to read a book without becoming ill. Apparently, the chemicals in printer's ink were affecting his system. If he had an electronic copy of that book, he would not have had to worry about his chemical reactions.

Star Trek a few years ago started me thinking about the advantages of computer screen over paper reading. A friend passed on to me a copy on a 3 1/2" double density disk, of the Generations script before the movie was released. I used The Big Blue Reader on my c64 to convert the ASCII to PetASCII so that I could print the script on my Star 1000C. Once I reached 20 sheets of paper and realized I was not even 10% through the story, I switched to reading on screen. I saved time, paper, ribbon, and my printer head.

The Big Blue Reader makes an excellent sequential (and other kinds of files), reader. It translates among ASCII, PetASCII and Commodore screen code. It can also move a PC world file to the Commodore formatted disk.

The Need for Big Files

Eric Lee, the creator of The Write Stuff, once excused the small capacity of his otherwise excellent word processor by saying that most Commodore users only use their computers to write short notes and letters. My access to the movie script was an exception.

I bought a book with a disk of its text in the back sleeve: "The Last Book You'll Ever Read". Although I could not use the disk directly since it was high density, At work I was able to copy it to a double density disk so that I could use Big Blue Reader to read it on screen. Since many chapters were quite short files, I was able to save them as PetASCII and read them within The Write Stuff word processor.

The Gutenberg Project:

When I discovered The Gutenberg Project on the Internet, my use of my Commodores as book readers became more regular. Since the 1970s, a group of literacy and literature enthusiasts have placed on the Internet the text of most of the classics of the Western world. Their only prohibition is the copyright cutoff, and literary estates that have continued the copyright past that date. I think for example that everything of literary importance published in English until about 1923 is now available for downloading through the Project. The Charles Dickens estate might be one of the few that have extended the normal copyright cutoff. I recently however downloaded Bruce Stirling's "The Hacker Crackdown", which was

published in this decade. He gave special permission for it to be released as e-text as well as in hard copy.

My guess is that it consists of 80,000 words. I downloaded it in less than 5 minutes to my 1581 disk with Novaterm 9.6 and a 28.8 BPS modem. It was stored on the Net as plain ASCII text. Novaterm can change ASCII to PetASCII on the fly. Alternately I could have decoded to screen with Big Blue Reader.

The Disk Project: Not everyone has Internet access. Project Gutenberg has placed much of its book collection as ASCII on CD-ROMs. If the Commodore owner has access to a PC with attached CD ROM player, then whichever books are desired could be copied from CD-ROM to floppy disk for reading on the Commodore. In theory, owners of CMD hard drives can chain a CD ROM player to the drive and treat the player as a separate drive. I am told though that no one has developed appropriate drivers. If rumors of a German success in linking a CD ROM player to a Commodore are true, then Project Gutenberg alone would justify the effort.

Any Commodore with a program that converts ASCII to PetASCII and with a file reader could use the contents of these e-text disks. A couple of CD-ROMs would replace several shelves of books.

Reading Large Files

By John Elliott. **File Readers:** Whether the text is acquired from a PC floppy, the Net, or a CD ROM, one problem for us is how to read a whole book when many c64 word processors can only hold about 2000 words.

From the beginning of the c64, there have been sequential file readers that print to the screen the text of sequential files. You must read the text in order; you cannot jump to a location in the text until you display on screen the intervening text. The only files readable were sequential files.

Big Blue Reader has some of these limitations. You can however read most kinds of files produced by Commodore word processors. MS DOS files can be read directly from double density disks.

Rod Gasson's Browser has some advantages over Big Blue Reader as a large file reader. Since it is a file reader, text must be read into the computer before it is operated on. Jumps over unread text are not possible. Once text has been loaded, Browser will move forward and back by page or line number. Any page already read can be jumped to if its number is entered.

Dick Trissel's Fastseqrdr71 overcomes the necessity of reading through all of the text to read an important section near the end of the file. Menu options permit accessing any block range in the file. That range can be printed to the disk, screen or printer. It works only with the 1541 and 1571.

Splitter: My c64 version of The Write Stuff holds a maximum of 2500 words. I wanted to read and edit an Internet document about video technology that appeared to be about 25,000 words. A file reader would allow reading but not editing.

Splitter can split files that are as large as the 1328 block 1571. Only one block on a disk must be left free. The full disk can be used since the original file is divided into sections. A copy is not made to disk. Naturally, a copy of the file should be divided. A very large file is divided in stages, so that each section will fit into the desired word processor. If the c64 version of TWS was to be used to work on the files, each section could be 2500 words or about 50 blocks. The 128 TWS can handle 10,000 word sections.

Unfortunately, Splitter works only for the 1541/1571. If a file larger than a full 1571 has been downloaded, there is a partial workaround. I found that if I used BBR to copy a large file from a 1581 to a 1571, when the first disk was filled, I could place a second 1571 disk in the drive and complete the copy. The part of the file on the second disk was complete and usable. The part on the first disk was a splat file. So if I take a nearly full first disk and start copying, I can get a usable copy of the last part of the file on a 1541/71 disk. That I can split. The first portion of the file can be loaded directly into my word processor.

Word Processor Capacities: Generally, the more features a word processor has, the smaller its text capacity.

SpeedScript: The VIC 20 runs SpeedScript if at least an 8k expander is used. This 11k VIC holds a maximum of 500 words. When my VIC 20 is expanded to 28k I can read and write 3322 words. My c64 SpeedScript holds 7,129 words.

The Write Stuff: While my c64 TWS maxes out at 2500 words, the 128 version has a capacity of four times that. Both versions trail SpeedScript in text capacity, but have far more features.

geoWrite: The GEOS manual

says its word processor can use up to 62 pages. I could not get past page 61. The main difference between the c64 and 128 versions is that the 128 geoWrite only works in 80 columns. Both versions have the same text capacity. Reading large amounts of text using horizontal scrolling would be awkward but necessary on the c64.

geoWrite has an enormous capacity. On my 128, I worked with over 20,000 words at a time. The c64 version should have the same capacity. One document filled geoWrite with 21,000 words. A second one took 28,000 words to reach the maximum capacity. The difference appears to be line length. GeoWrite is limited by number of pages, not words. I was limited by the line length format of the imported documents. A text file in which most lines ran text to the full 80 columns would exceed 30,000 readable words in geoWrite. This word processor has the largest capacity of any c64 word processor.

Virtual Memory: geoWrite uses virtual memory. Disk space is treated as part of the computer's memory. Excepting the 62 geoWrite page limit, GEOS documents can be as large as the disk attached to the computer.

A more recent text editor has potentially infinite memory, using virtual memory.

Craig Bruce's Zed 128 loaded 519,602 bytes of a file for me. It reported 10,000 lines. If there were 7 words to a line, Zed had loaded at least 70,000 words. My 1750 REU (512k) can theoretically provide 630k capacity (128k + 512k less the program size). A bare 128 can handle 100k with Zed. The program will recognize and use memory up to a 16-Mb REU. Unfortunately, it will not recognize my 2-Mb BBG.

It is an intelligent word processor. Conversions can be set among PetASCII, ASCII and SpeedScript formats. Loads and saves are in burst mode. Screen text can be adjusted while reading on a continuum from 27 to 51 lines, with appropriate changes in font size.

The Commodore Reading Machine: There are advantages to using a computer to read documents. A Commodore computer can read entire books with the right software. Some programs permit the reader to both read and operate on that book. This idea of active involvement with a book has not been stressed anywhere that I have seen.

Visually impaired readers might prefer the computer's ability to change background/foreground contrast and font size. If Splitter were used on an e-text, a large document could be broken into 3500 word sections for the 28k VIC 20. Text on a 24-column screen is quite large, without losing context. Alternately, 2500 word sections could be read orally by the c64 version of TWS.

The Gutenberg Project on the Internet opens to computer users an enormous library. So long as we translate from ASCII to PetASCII, Commodore users can use this library. Gutenberg CD-ROMs give us another reason to hope that we may some day interface CD-ROMs with our computers.

Commodore computers are as useful for reading as for writing.

Sources: Dick Trissel's Splitter and Fastseqrdr71, Craig Bruce's Zed 128 and Rod Gasson's Browser are all available at videocam.net.au/vcscom.html on the Internet. Zed 128 is also available on Issue 30 of the Loadstar 128 Quarterly. The Write Stuff in all its incarnations can be bought from Loadstar. CMD sells Big Blue Reader.

Things I Meant To Mention Before But Never Had The Room

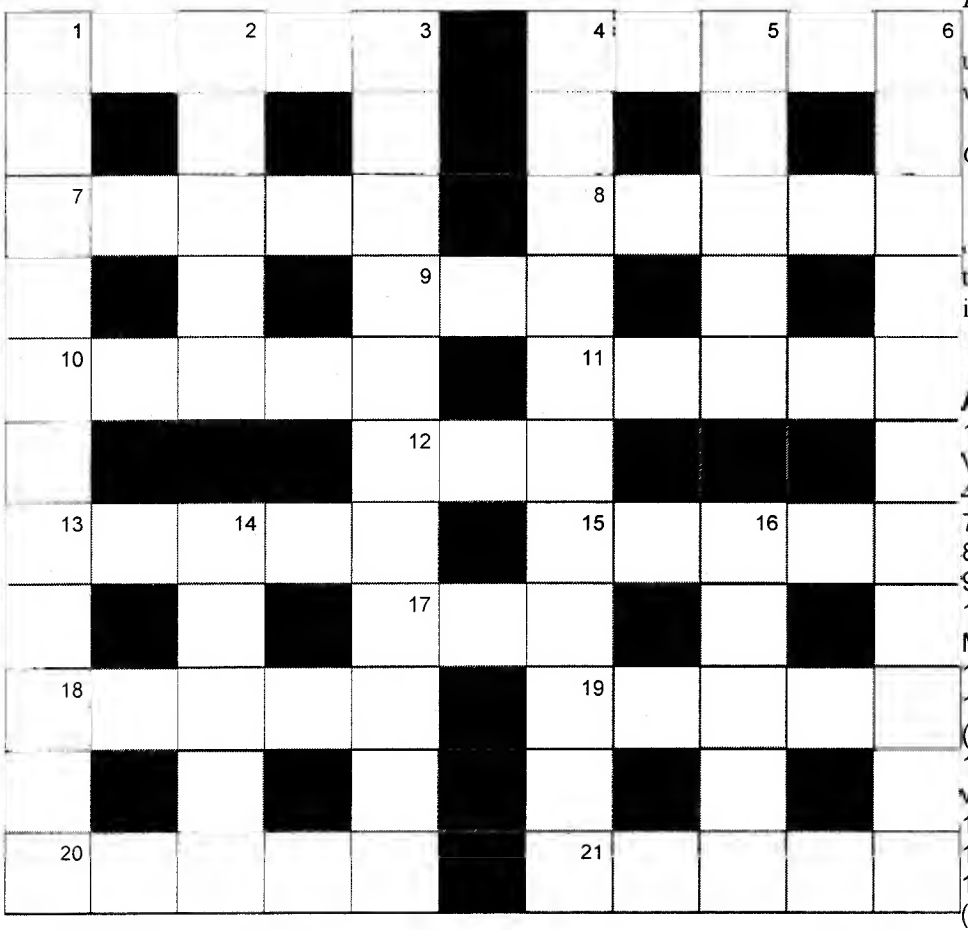
By Jeff Jones. I hate how they always show people inserting CDs upside down in order to hide the label. First, what's wrong with showing a *real* CD? No artist or label would complain. If they are going to spend millions to advertise a car, can't they spend a few bucks to make a fictitious label? In any case, I finally saw a label in a commercial today. It had a stereo dealer's name on it.

Lotus should fire the guys who made the "I am Superman" commercials. I've been ignoring them for months. I found out through a discussion what they were actually advertising. Nice music though.

Y2K or Year 2000? Why create a cryptic, and somehow hard-to-type contraction to save a single syllable?

Web address, but no other info? What kind of commercials are these? If you sell a non-computer product, don't limit yourself to people who will bother to surf to you. I'd rather dial a phone than type. Of course dot com ads don't promote a million 800 calls, which *do* cost the advertiser.

Fender's Cryptic Corner



Puzzle and text by Fender Tucker. In cryptic puzzles, part of the clue is a definition of the word; the rest of the clue is a wordplay on the word. You never know whether the wordplay comes at the beginning or end of the clue. The charm of this kind of crossword is that you will feel great every time you figure a word out.

There are several different types of wordplay that are used. There is usually one type per clue, but occasionally two of them may be used in a single definition.

ANAGRAMS: A word (or words) in the clue need to be jumbled. There will be a word like "crazy" or "shifted" next to the anagrammed word(s) that tip you off to look for an anagram.

ROCK SCRIBBLED NOTES = STONE
Anagram "notes" to get "stone".

CHARADES: The answer has been broken into two or more consecutive parts, and clues for each are given.

SKINNY RULER IS PONDERING = THINKING — "thin" + "king"

CONTAINERS: Similar to CHARADES, this type of clue has a word found "inside" another word.

STICKS TO INSIDE PROHIBITIONS = BATONS — "to" inside "bans"

HIDDEN WORDS: Sometimes the answer is given directly in the clue, but is disguised. A phrase like "found in" or "held in" will often indicate a hidden word.

JAMES' CAPE FOUND IN GETAWAY = ESCAPE

HOMOPHONES: The answer sounds like the word defined by the clue. There will be a word like "sounds" or "hears" to tip you off.

CASH HEARD BY A FEMALE DEER = DOUGH — "dough" and "doe"

REVERSALS: The answer will spell something else backward. An across word will have a tip-off phrase such as "to the left". A down word will have something like "rising".

MEDIUM LEFT LATE FOR MINERAL = METAL — "m" (medium) + "etal" (late backwards) \

DELETIONS: A letter may be deleted from a word to make another.

GREATEST OGRE LOST ARTICLE = BEST — "beast" (ogre) minus "a" (article)

DOUBLE DEFINITIONS: This will usually be a short clue that defines the word twice.

COACH LOCOMOTIVE = TRAIN

In general, try to determine which part of the clue is the definition of the word, then look for clues to the type of wordplay involved.

Good luck!

Across

1. Blacksmith's tool found in Alaskan Village (5)
4. Typical U.S. college, Al? (5)
7. Lindy is brutally caned. (5)
8. Ancient Brit Dr.: "IUD is faulty." (5)
9. Utilize most of a mouse.
10. The maximum is drunk outside of Michigan (5)
11. Kingdom of true males? (5)
12. Energy without New England club (3)
13. A star-dweller, for example, lives in van (5)
15. Somehow braid a type of fan? (5)
17. The heart of Patagonia is past (3)
18. Attila meets an ethnic Chinese dish (5)
19. Charged particle follows UN pairing (5)
20. Highways are like, so rad! (5)
21. Morning god returned to strict beliefs. (5)

Down

1. Had one liver, arranged Beatle song (3,1,4,3)
2. Poison found in Steven O'Malley (5)
3. Officers in place of renters? (11)
4. The German-supporting global organization crushed a sort of press. (11)
5. Topless Hawaiian follows ultra-violet throat part (5)
6. Ol Danny, A mad, confused Beatle heroine. (4,7)
14. A singular gravity leads up to up to an Italian city (5)
16. Crosby takes Republican transport (5)

Programming Drill

1. Which Basic segment will successfully count to 20?

A.

```
10 FOR I = 1 TO 20
30 PRINT I
40 IF I < 20 THEN I = I -
2
50 NEXT I
```

B.

```
10 FOR I% = 1 TO 20
30 NEXT I%
```

C.

```
10 FOR I = 1 TO 20 STEP 5
30 PRINT I
40 NEXT I
```

D.

```
10 FOR I = 1 TO 20
30 PRINT I
40 END
```

2. Which line will execute without an error?

A.

```
10 A = 2B OR NOT 2B
```

B.

```
10 A = 2*B OR NOT 2*B
```

C.

```
10 BRAND = 2
```

D.

```
10 IF PA = 5 THEN BORG =
10
```

E.

```
10 IFA = 4 THEN PRINTER =
4
```

3. Which loop will copy 1024 bytes?

A.

```
LDY #0
LOOP LDA $400,Y
STA $800,Y
INY
BNE LOOP
```

B.

```
LDY #0
LOOP LDA $400,Y
STA $800,Y
STA $900,Y
STA $A00,Y
STA $B00,Y
INY
BNE LOOP
```

C.

```
LDY #0
LDX #4
LOOP LDA (251),Y
STA (253),Y
INY
BNE LOOP
INC 254
INC 252
DEX
BPL LOOP
```

D.

```
LDY #0
LDX #3
LOOP LDA (251),Y
STA (253),Y
INY
BNE LOOP
INC 254
INC 252
DEX
BPL LOOP
```

4. Which code will print the ASCII character held in the accumulator at the current cursor position?

A. JSR $AB1E

B. JSR 64738

C. JSR $FFD2

D. STA 1024

5. Which jsr will print a zero-terminated string, pointed to by .A and .Y?

A. JSR $AB1E

B. JSR 64738

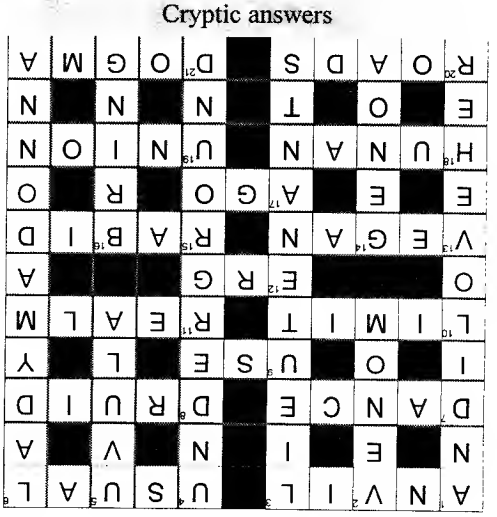
C. JSR $FFD2

D. JSR $EA81

Programming answers

1. C
2. B
3. D
4. C
5. A

Cryptic answers



Words To Live By

- 1. Rome did not create a great empire by having meetings, they did it by killing all those who opposed them.
- 2. If you can stay calm, while all around you is chaos... then you probably haven't completely understood the seriousness of the situation.
- 3. Doing a job RIGHT the first time gets the job done. Doing the job WRONG fourteen times gives you job security.
- 4. Eagles may soar, but weasels don't get sucked into jet engines.
- 5. Artificial Intelligence is no match for Natural Stupidity
- 6. A person who smiles in the face of adversity probably has a scapegoat.
- 7. Plagiarism saves time.
- 8. If at first you don't succeed, try management.
- 9. Never put off until tomorrow what you can avoid altogether.
- 10. TEAMWORK...means never having to take all the blame yourself.
- 11. The beatings will continue until morale improves.
- 12. Never underestimate the power of very stupid people in large groups.
- 13. We waste time, so you don't have to.
- 14. Hang in there, retirement is only thirty years away!
- 15. Go the extra mile. It makes your boss look like an incompetent slacker.
- 16. A snooze button is a poor substitute for no alarm clock at all.
- 17. When the going gets tough, the tough take a coffee break.
- 18. INDECISION is the key to FLEXIBILITY.
- 19. Succeed in spite of management.
- 20. Aim Low, Reach Your Goals, Avoid Disappointment.

"We have to take this moment once again to hammer home to all the children of America that violence is wrong, and to show children by the power of our own example how to resolve conflicts peacefully." --William Jefferson Clinton

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